



Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17 (Paperback)

By Mickey MacDonald

Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: English. Brand new Book. High-end game development with advanced C++ 17 programming techniques
Key Features
 Make the best use of object-oriented capabilities of C++ 17 to develop high-end games
 Create reusable C++ 17 libraries and editor tools for your game
 Series of example projects demonstrating advanced techniques to build games of any genre
Book Description
 Although many languages are now being used to develop games, C++ remains the standard for professional development. The majority of professional libraries and toolchains are still built using C++. The primary goal of this book is to teach you how to harness the power of the language and provide you with the ability to build high-quality games. To begin, you will be presented with, an overview of popular development methodologies, and a short guide to updated features of the C++ 17 standard. You will learn how to leverage existing libraries such as OpenGL and the STL (standard library) to build complex systems. Throughout the journey, you will also build a set of C++ 17 compatible libraries that can be reused in your own development projects. In the last half of the book, you will work with demos designed to introduce...



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Reviews

This publication is definitely worth buying. It can be loaded with wisdom and knowledge I am easily could possibly get a satisfaction of looking at a composed publication.

-- **Rhiannon Steuber**

Very helpful to all type of individuals. It really is rally interesting through looking at time. Its been designed in an extremely basic way which is just soon after i finished reading this pdf through which basically modified me, change the way i believe.

-- **Tyshawn Brekke**

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